



## GAMER OF THE WEEK

**Name:** Ted Krinshaw

**Age:** 15

**Hometown:** Tallahassee, Florida

**PROS:** InverteBOTS rocks! I recommend being the king scorpion. You get killer claws and one wicked stinger. Definitely the best attack combos.

**CONS:** The match-ups can get kinda unrealistic. I don't care who you are, an amped-up ant could never take a teched-out tarantula. Game over.

# TOM INVERTEBOTS

*check you out last party at the Not the friend I want to talk to*

**S**o there you sit on your couch, watching your favorite show on TV. You hear a thump, but you're too lazy to crank your head to the window to see. Your dog begins barking. You feel a thump in the ground. Your dog stops barking. Actually where is your dog? Then suddenly a stinger the size of a telephone pole comes crashing through your roof, directly into your mom's best china. You look outside to see a 60-foot robotic scorpion laying waste to your neighborhood. And all you can say is "Sweet."

Enter the InverteBOTS, the newest creation from POWERSOURCE 360. A re-evolution of Rampage, InverteBOTS's premise is simple. If you can grasp it, you can smash it. Set in the not-too-distant future, the world's machines have become modeled after the most resilient organisms on Earth: bugs. Techno-exoskeleton superbugs with the meanest of mechanical mandibles make mayhem on mankind. And you're behind the wheel. Antennas,

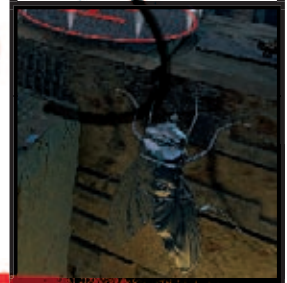
Apart from your pesky opponent sitting next to you, you'll have to fend off ranks of army ants, maniacal mayflies, and one bad mother sucker, the Mosquito.

It has multi-function modes of play, from one- and two-player missions to a free-for-all bug-bashing to a head-to-head torso-twisting roughhouse.

Lifelike graphics mix in with just enough computer animation to let you level a city block without feeling too bad. And with independent controlling options that allow you to move each arm and leg individually, it's not all that hard, either.



King Scorpion



Super Fly

